XIXCHIL

Mantid Flesh Sculptors

Habitat: Planar (Astral Sea), Urban; **Treasure:** Arcana, Armaments

Xixchil are a bipedal mantic species that can be found anywhere intelligent creatures congregate. While somewhat monstrous in their appearance, the xixchil are a highly intelligent people who navigate the world around them with as much

variance and autonomy as any other intelligent group of mortals. Xixchil are often mistaken for thri-kreen, and while it is possible the two species may share an ancestor, their insectile appearance is where all similarities start and end. Unlike the thri-kreen, xixchil are equipped with two powerful scythed forelimbs that are capable of cleaving through flesh and bone with ease. However, they seldom use these built in blades for violence, instead, opting to use them as a natural aid in practicing surgery.

To the xixchil, complex medicine and surgery are akin to a religion for many other peoples. Their cultural devotion to the perfection of sculpting living flesh is beyond what even the most capable healers can do with the assistance of magic. Xixchil are particularly adept at modifying living tissue to any end, be it cosmetic, practical, or something in between. Many xixchil espouse the virtues of customizing one's own body, believing that the body is akin to a house the soul inhabits, and that the body only becomes a home when its occupant has taken the time to decorate and modify it to suit their personality and needs.

Xixchil Body Modifications

1d6	The Xixchil's…
1	Exoskeleton has been molded into shapes resembling a blooming flower.
2	Back is pierced with cascading metal rings.
3	Arms and legs are painted with ornate designs.
4	Exoskeleton is reinforced, making it more durable.
5	Bladed forelimbs have been augmented to separate into four distinct appendages at the elbow.
6	Legs are incredibly muscular, allowing for increased movement speed.

Concentrated Dose

When a xixchil has access to a blood sample of significant size (usually at least a pint), they are able to synthesize a long-lasting version of the paralytic poison they sometimes use in battle. This poison is generally harmless, however, it does allow them to put the creature whose blood was used in its synthesis into a catatonic state where they experience little to no sensation throughout their body. While entirely impractical in battle, this longer lasting poison can be extremely useful for conducting surgeries, and is often used as an anaesthetic.

XIXCHIL CHARACTERS

The information below describes the species traits for a xixchil player character.

Xixchil Traits

Creature Type: Monstrosity
Size: Medium (about 5 - 6 feet tall)
Speed: 30 feet

As a Xixchil, you have these special traits.

Bladed Forelimbs. When you hit with your Unarmed Strike and deal damage, you can deal Slashing damage equal to 2d4 plus your Strength or Dexterity modifier instead of the normal damage of an Unarmed Strike. This damage increases when you reach character levels 5 (2d6), 11 (2d8), and 17 (2d12).

You cannot wield weapons or use equipment with your forelimbs.

Darkvision. You have Darkvision with a range of 60 feet.

Secondary Arms. You have two smaller arms below your primary pair of bladed forelimbs. The secondary arms can manipulate an object, open or close a door or container, perform the somatic component for a spell, pick up or set down a Tiny object, wield a shield, or wield a weapon that has the light property.

Surgical Precision. You have proficiency in the Sleight of Hand skill. Additionally, attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Unusual Body. Armor made for creatures with typical humanoid anatomy does not fit you (unless it is magical in nature). Armor must be specially crafted to fit your body, and costs double its typical cost.

Paralytic Poison. When you reach character level 3, you can create a single dose of **Injury Poison** as a Bonus Action. The poison is only effective against a target you have hit with a melee attack within the past 24-hours, chosen by you when you create the poison. The poison is held in your mouth upon creation, and can be spit onto a weapon or piece of ammunition within 5 feet of you as part of the same Bonus Action. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest

A creature subjected to the poison makes a Constitution Saving Throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, the creature has the **Paralyzed** condition until the end of its next turn.

XIXCHIL

Xixchil typically live in urban centres, feeling at home in places where they are surrounded by many other living creatures. Despite this, it is important to any xixchil that they have access to wilderness within a reasonable distance, as xixchil born into urban environments can be a danger to those they encounter before reaching maturity.

Xixchil

Medium Monstrosity, Any Alignment

AC 16 **Initiative** +7 (17)
HP 52 (8d8 + 16)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	**DEX** 17	+3	+5	**CON** 14	+2	+2
INT 10	+0	+0	**WIS** 12	+2	+2	**CHA** 10	+0	+0

Skills **Perception** +4, **Sleight of Hand** +7, **Stealth** +5
Resistances Poison
Senses **Darkvision** 60 ft.; Passive Perception 14
Languages Common, Xixchil
CR 2 (XP 450; PB +2)

Actions

Multiattack. The xixchil makes one Bladed Limbs or Exo Dart attack and one Bite attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (2d6) Poison damage, and the target has the **Poisoned** condition until the start of the xixchil's next turn.

Bladed Limbs. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage.

Exo Dart. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Synthesize Poison. The xixchil creates a dose of poison in its mouth that can only affect one specific creature who has been hit by the xixchil's Bite attack within the past 24 hours. The xixchil chooses the creature its poison can affect when it creates the poison. The xixchil can apply the poison to its bladed limbs, or a weapon it is holding, by taking a Bonus Action. The poison lasts for 1 minute before it loses its potency. If the xixchil uses this ability when it already has a dose of poison in its mouth, the original dose of poison is replaced.

If the chosen creature is struck by a weapon coated with the xixchil's poison, or by the xixchil's Bite attack while the poison is in its mouth, it suffers the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target has the **Paralyzed** condition until the end of its next turn. *Success:* The target is immune to the xixchil's synthesized poison for 24 hours.

XIXCHIL MINISTRATORS

Due to their incredibly focused compound vision, a xixchil has no problem seeing in total darkness, and is able to easily focus on fine details from a great distance compared to most other creatures. Xixchil administrators exemplify this with years of study to master the art of surgery. This not only makes them incredibly effective surgeons, but also gives them a deadly eye for how to cause harm if they should ever find themselves in a fight.

Xixchil Ministrator

Medium Monstrosity, Any Alignment

AC 18 **Initiative** +11 (21)
HP 78 (12d8 + 24)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	**DEX** 21	+5	+8	**CON** 14	+2	+2
INT 15	+2	+2	**WIS** 16	+3	+6	**CHA** 8	-1	-1

Skills **Medicine** +9, **Perception** +9, **Sleight of Hand** +11, **Stealth** +8
Resistances Poison
Senses **Darkvision** 60 ft.; Passive Perception 19
Languages Common, Xixchil

CR 5 (XP 1,800; PB +3)

Traits

Surgical Precision. When the xixchil lands a Critical Hit with a melee attack against a Large or smaller creature, the xixchil severs one of the target's limbs. If this damage reduces the target to 0 Hit Points and the target has at least one head, the xixchil severs one of the target's heads. The creature dies if it can't survive without the lost head.

Actions

Multiattack. The xixchil makes one Bladed Limbs or Exo Dart attack and one Bite attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 9 (1d8 + 5) Piercing damage plus 17 (5d6) Poison damage, and the target has the **Poisoned** condition until the start of the xixchil's next turn.

Bladed Limbs. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage.

Exo Dart. *Ranged Attack Roll:* +8, range 120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Synthesize Poison. The xixchil creates a dose of poison in its mouth that can only affect one specific creature who has been hit by the xixchil's Bite attack within the past 24 hours. The xixchil chooses the creature its poison can affect when it creates the poison. The xixchil can apply the poison to its bladed limbs, or a weapon it is holding, by taking a Bonus Action. The poison lasts for 1 minute before it loses its potency. If the xixchil uses this ability when it already has a dose of poison in its mouth, the original dose of poison is replaced.

If the chosen creature is struck by a weapon coated with the xixchil's poison, or by the xixchil's Bite attack while the poison is in its mouth, it suffers the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target has the **Paralyzed** condition until the end of its next turn. *Success:* The target is immune to the xixchil's synthesized poison for 24 hours.

XIXCHIL WARRIORS

Those who choose the path of a warrior among the xixchil are greatly feared by many for their combat prowess. Their natural talents and built in weapons make them deadly ambush predators and capable combatants, however, they are most notorious for modifying their bodies in ways that further enhance the damage they can cause. Most warriors will have an additional set of arms surgically implanted in their back that allows them to wield additional weaponry which can be used to inflict great harm, as well as defend against capable opponents while simultaneously pressing the attack.

Xixchil Warrior

Medium Monstrosity, Any Alignment

AC 18 (20 in Defensive Posture) **Initiative** +10 (20)
HP 112 (15d8 + 45)
Speed 35 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+7	**DEX** 18	+4	+7	**CON** 16	+3	+6
INT 13	+1	+1	**WIS** 14	+2	+2	**CHA** 10	+0	+0

Skills **Perception** +5, **Sleight of Hand** +10, **Stealth** +7
Resistances Acid
Immunities Poison; Poisoned
Gear **Prosthetic Limb** (2), **Javelin** (8)
Senses **Darkvision** 60 ft.; Passive Perception 15
Languages Common, Xixchil
CR 8 (XP 3,900; PB +3)

Traits

Defensive Posture. If the xixchil does not make an Enhanced Arms attack on its turn, it adds a +2 bonus to its Armor Class until the start of its next turn.

Actions

Multiattack. The xixchil makes two attacks, using Bladed Limbs or Exo Dart in any combination, one Bite attack, and one Enhanced Arms attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 14 (4d6) Poison damage, and the target has the **Poisoned** condition until the start of the xixchil's next turn.

Bladed Limbs. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Slashing damage. On a miss, the target takes 4 Slashing damage.

Enhanced Arms. *Melee or Ranged Attack Roll:* +7, reach 10 ft. or range 120 ft. *Hit:* 14 (3d6 + 4) Piercing damage and the target's Speed is reduced by 10 ft. until the end of its next turn.

Exo Dart. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 14 (3d6 + 4) Piercing damage and the xixchil has Advantage on its next attack against the target before the end of its next turn.

Bonus Actions

Cunning Action. The xixchil takes the Dash, Disengage, or Hide action.

Synthesize Poison. The xixchil creates a dose of poison in its mouth that can only affect one specific creature who has been hit by the xixchil's Bite attack within the past 24 hours. The xixchil chooses the creature its poison can affect when it creates the poison. The xixchil can apply the poison to its bladed limbs, or a weapon it is holding, by taking a Bonus Action. The poison lasts for 1 minute before it loses its potency. If the xixchil uses this ability when it already has a dose of poison in its mouth, the original dose of poison is replaced.

If the chosen creature is struck by a weapon coated with the xixchil's poison, or by the xixchil's Bite attack while the poison is in its mouth, it suffers the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target has the **Paralyzed** condition until the end of its next turn. *Success:* The target is immune to the xixchil's synthesized poison for 24 hours.

Reactions

Parry. *Trigger:* The xixchil is hit by a melee attack roll. *Response:* The xixchil adds 2 to its AC against that attack, possibly causing it to miss.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***TAM***

Editing: ***Faye Morel***

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